

# IN THE U.S. PATENT AND TRADEMARK OFFICE

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Transmitted herewith for filing is the original patent application of: Docket No. **13023-1-0010**

Inventor: **MARGO BERMAN**

For: **INTERACTIVE MODULAR EDUCATIONAL SYSTEM**

Enclosed are:

- ☒ An assignment of the invention to Creative Catalyst Unlock The Block, Inc.
- ☐ A certified copy of a \_\_\_\_\_ application
- ☒ A verified statement to establish small entity status under 37 C.F.R. §1.9 and 37 C.F.R. §1.27
- ☒ 3 sheets of formal drawings.

The filing fee has been calculated as shown below:

FOR:	NO. FILED	NO. EXTRA	SMALL ENTITY		OTHER THAN SMALL ENTITY	
			RATE	FEE	RATE	FEE
BASIC FEE				<b>\$395</b>		<b>\$790</b>
TOTAL CLAIMS	9 - 20 =	0	x11 =		x22 =	
INDEP. CLAIMS	2 - 3 =	0	x41 =		x82 =	
<input type="checkbox"/> MULTIPLE DEPENDENT CLAIM PRESENTED			+135 =		+270 =	
<input type="checkbox"/> LATE-FILING SURCHARGE			+ 65 =		+130 =	
<input type="checkbox"/> FOREIGN LANGUAGE SURCHARGE			+130 =		+130 =	
			<b>TOTAL</b>	<b>\$395</b>	<b>TOTAL</b>	

- ☒ A check in the amount of **\$395** to cover the filing fee is enclosed.
- ☒ A check in the amount of **\$40.00** to cover the assignment recording fee is enclosed.
- ☒ The Commissioner is hereby authorized to charge any deficiency, or credit any overpayment, in fees to Deposit Account No. 12-2155. This sheet is submitted in duplicate.

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## INTERACTIVE MODULAR EDUCATIONAL SYSTEM

### Technical Field

This invention generally relates to an interactive modular educational system and this invention particularly relates to an easy-to-understand modular educational system of visually-enhanced cards designed to provide easy-to-remember, helpful techniques and useful strategies to those in the business industry by utilizing colors, common sounding suffixes, clever sketches, and catchy acronyms.

### Background of the Invention

In the business education industry, traditional educational tools have often been presented in the form of games, books, manuals, and self-instructional tapes. These methods usually fall short of supplying the user with a thorough understanding of the material being presented, due to the repetitive, common-place nature of the medium in which it is presented. Boredom is usually the result.

While games have been proposed as a means to educate and train those in a particular business discipline, they have often fallen short of the mark due to the elements of luck and limited scope of the game. Books, manuals, and instructional tapes all provide adequate means to educate, but these traditional methods often remind the user of conventional modes of learning associated with formal

schooling, leading to preconceived notions of anxiety, indifference, and intimidation. There is therefore a need in the industry for an effective educational system covering a variety of business disciplines, and utilizing a method that can allow students and professionals in the industry to quickly and easily acquire and sharpen their business skills.

Previous attempts have been made to provide an educational method or apparatus designed to teach business skills such as are described in U.S. Patent No. 5,607,309 to *Finn* (the '309 patent); U.S. Patent No. 5,056,792 to *Helwig-Larsen et al.* (the '792 patent); U.S. Patent No. 4,363,628 to *Kirkpatrick et al.* (the '628 patent); United States Patent No. 4,109,918 to *Mele et al.* (the '918 patent); U.S. Patent No. 4,008,527 to *Zegel* (the '527 patent); United States Patent No. 3,719,801 to *Drexler* (the '801 patent); United States Patent No. 2,322,113 to *Connelly* (the '113 patent); United States Patent No. 2,230,699 to *Schulze* (the '699 patent); United States Patent No. 1,587,391 to *Mckee* (the '391 patent); and United States Patent No. 1,516,798 to *Striker* (the '798 patent), all of which are incorporated herein by reference.

The '309 patent describes an instructional apparatus and method for teaching data collection and analysis. The instructional method involves collecting and recording the collectable data, translating the data to show patterns in the data, and interpreting the data patterns.

The '792 patent describes a business education model simulating the running of a company. A game board is used representing business premises and tokens are used to represent values of raw materials and goods, each value represented by a different color.

The '628 patent describes a device and method of training bank personnel by simulating bank procedures. Game board instructions direct players to stacks of question and answer cards. Chance means such as dice and another of marking a player's position on the board are utilized.

The '918 patent describes a learning and earning educational game utilizing a game board with zones that each represent a different discipline of learning, a roulette-type spinning wheel directing players around the board, and question and answer cards. Financial instruments are also included such as play money, bonds, and checks.

The '527 patent discloses a teaching aid for demonstrating the rudimentary principles of double-entry accounting. Transaction cards having windows and accounting indicia of varying colors or designs are used in conjunction with two rotatably attached disks and with numerals. The disks and can be rotated by hand to display different numerals through the windows and the entire assembly can be posted in various ledger pages.

The '801 patent describes a selection and correlation apparatus utilizing transaction cards with accounting indicia thereon representing part of an accounting entry. Item cards with symbols representing different securities and quality cards with windows that overlay the item card to allow certain symbols to show through are utilized. If a particular security meets the qualifications of the quality card, its corresponding symbol will appear through the window. The apparatus can be used to select and analyze items such as securities, relationships between temperature and humidity, and the like.

The '113 patent describes a card game which assists those in the sales industry to better sell their products. Different categories of cards, such as decision cards, which indicate the decisions normally made when selling or purchasing a product or service, objection cards indicating obstacles standing in the way of a sale, and answer cards corresponding to ways in which the obstacles can be overcome, are dealt to the players who make decisions according to their respective cards whether or not they should follow through with the purchase of a particular product or service.

The '699 patent describes a game board using tokens representing money to be used as a means to budget a family's income in lieu of traditional bookkeeping.

5 The '391 patent discloses an accounting game comprised of ledger sheets bearing accounting indicia, namely debits and credits, and cards bearing similar indicia corresponding to the indicia on the ledger sheets, allowing players to attempt to develop and balance a commercial account.

10 The '798 patent discloses a game apparatus which simulates the buying and selling of commodities and is comprised of a deck of cards each of which represents different raw materials, manufactured articles, and margins of profit.

15 In addition to the above patents, "The Creative Edge" is another attempt to provide an educational method or apparatus designed to teach business skills. This publication, incorporated herein by reference, utilizes acronyms as a device to describe different business skills; however, it does not use additional techniques such as color schemes, matching suffixes, sketches that are specifically designed to portray the business discipline described by the letter of the acronym, or cards which allow for a modular rather than linear system of learning.

20 Other publications, such as "THINKPAK" and "Creative WhackPack", also incorporated herein by reference, also describe attempts to educate business people. "THINKPAK" is a deck of cards designed to assist users in problem solving. It uses only one acronym, namely "SCAMPERR", which is a principle of learning. It does not, however, use sketches, only mere abstract designs, nor does it use similar sounding suffixes, or a plurality of acronyms, all of which more clearly educate business people. "Creative WhackPack" uses pictures and text to help the user  
25 increase creativity, but does not incorporate acronyms or color schemes.

None of the previous efforts mentioned above either alone or in

conjunction, describes an interactive modular educational system teaching business skills utilizing cards, color schemes, sketches, and suffixes.

Consequently, there is a need in the art for an interactive modular educational system to allow users to learn fundamental business principles in an easy-to-understand manner, and more importantly to allow users to remember these principles by associating important business techniques and hints with specific colors, sketches, and easy-to-remember acronyms.

There is a further need in the art for an educational system that can be used as a system, in particular a modular system, capable of being used sequentially (in order), modularly (by segments), or randomly (mixing cards from different business disciplines).

There is a further need in the art for an educational system which allows the users, if they prefer, to learn only a segment of a business discipline, or to learn several different disciplines without spending unnecessary time as you would playing an entire game.

### **Summary of the Invention**

The present invention which can be used as a portable library by providing a different deck for one of seven separate business disciplines, each in a deck-of-cards format, solves significant problems in the art by providing an interactive modular educational system utilizing techniques which keep users interested by helping them to better retain and recall the skills taught to them.

Generally, the present invention is an interactive modular educational system comprised of a plurality of principle cards each having a front side and a back side. The principle card is represented by a color different from the color of a prior or succeeding principle card thereby providing a color scheme for the purpose of allowing a user to associate a particular color with a particular principle word.

There are a plurality of principle words written upon the front side of one of the principle cards and upon a series of strategy cards succeeding one of the principle cards and preceding one of the principle cards upon which a different principle word is written. A plurality of phrases, each of which represent a tactic, is written upon the front side of one of the principle cards and upon a series of strategy cards succeeding one of said principle cards and preceding one of the principle cards upon which a different principle word is written.

An acronym is associated with each principle word and written upon the back side of each principle card. There are a plurality of strategy words whose first letters comprise a different letter of the acronym, wherein each of the strategy words is written upon the back portion of the strategy card, and a plurality of instructional cards.

The strategy word ends in a suffix which sounds identical to each other suffix positioned on each strategy card having the same principle word positioned on its front portion. The acronym is comprised of letters represented by a first letter of the strategy word positioned on a succeeding strategy card having a principle word identical to the principle word on the front side of the principle card containing the acronym. The strategy card is comprised of a color identical to the color of the principle card preceding the strategy card. A sketch is positioned on the back portion of the strategy card which illustrates the strategy word. Explanatory text is positioned on the back portion of the strategy card wherein portions of the explanatory text are highlighted to emphasize important phrases, and directive text is positioned on the back portion of the strategy card and on the back side of the principle card.

### **Brief Description of the Drawings**

**FIG. 1** is a top elevational view of a principle card **1** of the present invention.

**FIG. 2** is a top elevational view of a strategy card **8** of the present invention.

**FIG. 3** is a top elevational view of an instructional card of the present invention.

### **Detailed Description of Invention**

Referring initially to **FIGS. 1-3** of the drawings, in which like numerals indicate like elements throughout several views, in a preferred embodiment, the interactive modular educational system of the invention is generally comprised of a plurality of principle cards **1**, one of which is shown in **FIG. 1**, having a front side **2** and a back side **3**, a plurality of strategy cards **8**, one of which is shown in **FIG. 2**, having a front portion **9** and a back portion **10**, and a plurality of instructional cards **14**, one of which is shown in **FIG. 3**.

Referring to the top elevational view of **FIG. 1**, a principle word **4** can be seen on the front side **2** of the principle card **1**. The principle word **4**, for example "Positioning" represents a principle, and phrase **12**, for example "The Place in the Consumer's Mind" represents a tactic each of which are associated with an area of business such as, for example, "Marketing" which is the title of the deck. The principle word **4** and phrase **12** are repeated on a plurality of strategy cards **8**, until a new principle card **1**, with its new principle word **4**, and phrase **12** written upon it, is reached.

Referring once again to **FIG. 1** it can be seen that the back side **3** of the principle card **1** is comprised of a plurality of strategy words **5**. These strategy words **5** are associated with the business discipline portrayed by the principle word **4** on the



front side 2 of the principle card 1. The first letter of each strategy word is encircled and enlarged to help the user visualize each of the strategy words 5. The acronym 6 is comprised of the first letter of a strategy word 5 positioned on a succeeding strategy card 8 having the identical principle word 4 on the front side 2 of the principle card 1 containing that acronym 6. The acronym 6 is associated with the principle word 4, and is specifically designed to allow the user to easily remember it, since it is itself a word and not merely a random aggregation of letters, and to associate it with its corresponding strategy words 5. The acronym 6 is written upon each said principle card 1 that contains the principle word 4 associated with the acronym 6. Just below the strategy word 5 is directive text 7, usually two or three words which summarize and highlights the meaning represented by the strategy word 5 which directly precedes it.

Referring to the top elevational view of FIG. 2, a strategy card 8 can be seen. A plurality of strategy cards 8 are associated with the principle card 1, which precedes it in the deck. The principle word 4, and phrase 12 on the front portion 9 of the strategy card 8 is identical to the principle word 4, and phrase 12 on the front side 2 of the principle card 1 proceeding it. While the front portion 9 of each strategy card 8 within the same business discipline is identical to each other, the back portion 10 of each strategy card 8 varies.

Referring again to FIG. 2 the back portion 10 of the strategy card 8 shows one of the strategy words 5 that was shown on the back side 3 of the preceding principle card 1. Once again the first letter of the strategy word 5 is encircled and enlarged. The directive text 7 which follows directly after the strategy word 5 on the principle card 1 is repeated here, on the back portion 10 of the strategy card 8, underneath the strategy word 5 it highlights. Underneath the directive text 7 can be seen a sketch 11 which illustrates the strategy word 5 and the associated explanatory text 13. The sketch 11 on the back portion 10 of each of the strategy cards 8 is

specifically designed to allow the user to easily remember the strategy word 5, associated directive text 7, and the more detailed explanatory text 13 which accompanies the sketch 11. The explanatory text 13, highlighted in certain portions to emphasize certain key phrases, accompanied by the sketch 11, is more detailed than the directive text 7 which follows immediately after the strategy word 5 and immediately before the sketch 11.

Referring once again to FIG. 1, it can be seen that each strategy word 5 that shares the same principle word 4, ends in a suffix that sounds identical to each other suffix on the strategy card 8 having the same said principle word 4 positioned on its front portion 9. This defines a section of cards, comprised of a principle card 1, and a plurality of associated strategy cards 8, all of which may be used in a modular fashion without using other cards in the deck. This is an essential feature of the present invention since a user can easily recall strategy words 5 by simply remembering the sound of the suffix and associating it with the corresponding strategy word 5. A plurality of instructional cards 14 one of which is shown in FIG. 3, are included in each deck of cards giving a brief overview of the system and describing the different methods of using the cards

The interactive modular educational system as shown in the drawings is meant to be used as an educational tool for the purposes of assisting those in business to break into a field of business or to improve upon an existing business skill. The system comes with a brochure and an overview card which describe the deck, the author, and the system's advantages. The system is portable and can be viewed as a kit with the cards fitting snugly into a carrying case. The system can be used in its entirety, by using all of the cards supplied in the deck of a business discipline, Marketing, for example, or can be used in a modular fashion, by simply interchanging cards. This allows the user to improve on certain weaknesses or improve on specific strengths. It can also be used randomly, by simply picking any

strategy card 8 and read about a specific business tactic. This might be valuable just before an important presentation or meeting.

In the preferred embodiment of the invention, a user can choose from one of seven business disciplines such as Marketing, Creativity, Design, Presentation, Promotion, Public Relations, and Writing. The library of disciplines can be used independently or in totality. Each business discipline is represented by one principle card 1 and a plurality of strategy cards 8. The user, by examining the principle card 1 notices the acronym 6 comprised of the first letters of each strategy word 5. This acronym is not just a random word, but a word illustrating the business discipline defined by the principle word 4 of the principle card 1. The user may then proceed to the next card, the first strategy card 8, and begin learning the first concept represented by the strategy word 5 beginning with the first letter of the acronym 6. The user then reads the text 7, and views the sketch 11. By repeating this process for the remaining strategy cards 5 associated with the principle word 4, the user learns valuable business techniques and can recall each technique by simply remembering the corresponding acronym 6. The user can jump to a different business discipline entirely, or just continue reading all of the strategy cards 5 associated with the same principle word 4, and then move on to the next principle card 1, having a new principle word 4, and learn a new concept by utilizing the same process as just described.

In addition to the use of identical sounding suffixes to help the user remember key concepts, colors are also embodied in the present invention to help distinguish various business disciplines. Each principle card 1 is represented by a specific color different from the color of a prior or succeeding principle card providing a color scheme for the purpose of allowing a user to associate a particular color with a particular principle word 4. Each strategy card 8 is represented by this same color. Therefore in any given set of cards, every strategy card 8 is represented



## CLAIMS

What is claimed is:

1. An interactive modular educational system, comprising:

a plurality of principle cards, each of said principle cards having a front side  
5 and a back side;

a plurality of strategy cards, each of said strategy cards having a front portion  
and a back portion;

a plurality of principle words, each of said principle words written upon said  
front side of one of said principle cards and upon a series of said strategy cards  
10 succeeding said one of said principle cards and preceding one of said principle cards  
upon which a different principle word is written;

a plurality of phrases each of which represents a tactic, each of said phrases is  
written upon one of said principle cards and upon a series of said strategy cards  
succeeding said one of said principle cards and preceding one of said principle cards  
15 upon which a different principle word is written;

an acronym associated with each said principle word and written upon said  
back side of each of said principle cards;

a plurality of strategy words whose first letters comprise a different letter of  
said acronym, wherein each of said strategy words is written upon said back portion  
20 of said strategy card; and

a plurality of instructional cards.

2. The interactive modular educational system of claim 1 wherein said  
strategy word ends in a suffix which sounds identical to each other said suffix  
25 positioned on each said strategy card having the same said principle word written  
on its said front portion thereby defining a section comprised of said principle card  
and said strategy cards allowing users to use said system in a modular fashion.

3. The interactive modular educational system of claim 2 wherein each said acronym is comprised of letters represented by a first letter of said strategy word positioned on a succeeding said strategy card having said principle word identical to said principle word on said front side of said principle card containing said acronym.

4. The interactive modular educational system of claim 3 wherein each said principle card is represented by a color different from said color of a prior or succeeding said principle card thereby providing a color scheme for the purpose of allowing a user to associate a particular said color with a particular said principle word.

5. The interactive modular educational system of claim 4 wherein each said strategy card is represented by said color identical to said color of said principle card having the identical said principle word written on its said front side.

6. The interactive modular educational system of claim 5 wherein said strategy card contains a sketch positioned on said back portion of said strategy card which illustrates said strategy word.

7. The interactive modular educational system of claim 6 wherein explanatory text is positioned on said back portion of said strategy card and directive text is positioned on said back portion of said strategy card and on said back side of said principle card.

8. The interactive modular educational system of claim 7 wherein portions of said explanatory text are highlighted to emphasize important phrases.

9. An interactive modular educational system comprising:

5 a plurality of principle cards each having a front side and a back side wherein said principle card is represented by a color different from said color of a prior or succeeding principle card thereby providing a color scheme for the purpose of allowing a user to associate a particular said color with a particular principle word;

10 a plurality of strategy cards, each of said strategy cards having a front portion and a back portion;

a plurality of principle words each of said principle words written upon said front side of one of said principle cards and upon a series of said strategy cards succeeding said one of said principle cards and preceding one of said principle cards upon which a different principle word is written;

15 a plurality of phrases, each of which represent a tactic, each of said phrases is written upon said front side of one of said principle cards and upon a series of said strategy cards succeeding said one of said principle cards and preceding one of said principle cards upon which a different principle word is written;

20 an acronym associated with each said principle word and written upon said back side of each said principle card;

a plurality of strategy words whose first letters comprise a different letter of said acronym, wherein each of said strategy words is written upon said back portion of said strategy card;

a plurality of instructional cards;

25 said strategy word ends in a suffix which sounds identical to each other said suffix positioned on each said strategy card having the same said principle word positioned on its said front portion;

00003455-4349





### Abstract of the Disclosure

**Docket: 13023-1-0010**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application or Patent of: Margo R. Berman )  
Serial or Patent No.: Filed Concurrently Herewith ) Attorney Docket No. 13023-1-0010  
Filed or Issued: Filed Concurrently Herewith )  
For: Interactive Modular Educational System )

**VERIFIED STATEMENT (DECLARATION) CLAIMING SMALL ENTITY STATUS (37 CFR 1.9 (f) AND 1.27 (c)) - SMALL BUSINESS CONCERN**

I hereby declare that I am:

- ( ☒ ) the owner of the small business concern identified below:  
( ) an official of the small business concern empowered to act on behalf of the concern identified below:

NAME OF CONCERN: Creative Catalyst Unlock The Block, Inc.

ADDRESS OF CONCERN: 3741 N.E. 163rd Street, Suite 112, North Miami Beach, Florida 33160

I hereby declare that the above identified small business concern qualifies as a small business concern as defined in 13 CFR 121.3-18, and reproduced in 37 CFR 1.9(d), for purposes of paying reduced fees under Section 41 (a) and (b) of Title 35, United States Code, in that the number of employees of the concern, including those of its affiliates, does not exceed 500 persons. For purposes of this statement, (1) the number of employees of the business concern is the average over the previous fiscal year of the concern of the persons employed on a full-time, part-time or temporary basis during each of the pay periods of the fiscal years, and (2) concerns are affiliates of each other when either, directly or indirectly, one concern controls or has the power to control the other, or a third party or parties controls or has the power to control both.

I hereby declare that rights under contract or law have been conveyed to and remain with the small business concern identified above, with regard to the invention entitled "Interactive Modular Educational System" by inventor(s) Margo Berman described in

- ( ☒ ) the specification filed herewith  
( ) application Serial No. \_\_\_\_\_, filed \_\_\_\_\_  
( ) patent No. \_\_\_\_\_, issued \_\_\_\_\_

The rights held by the above identified small business concern are exclusive.

I acknowledge the duty to file, in this application or patent, notification of any change in status resulting in loss of entitlement to small entity status prior to paying, or at the time of paying, the earliest of the issue fee or any maintenance fee due after the date on which status as a small entity is no longer appropriate. (37 CFR 1.28(b))

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this verified statement is directed.

NAME OF PERSON SIGNING: MARGO R. BERMAN

TITLE OF PERSON OTHER THAN OWNER: President/owner

ADDRESS OF PERSON SIGNING: 3351 NE 164 ST, N. Miami Beach, FL 33160

DATE 12/16/97 SIGNATURE Margo

## DECLARATION AND POWER OF ATTORNEY

Attorney's Docket No. 13023-1-0010

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name. I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled: **Interactive Modular Educational System**, the specification of which:

( X ) is attached hereto.

( ) was filed on \_\_\_\_\_ as application Serial No. \_\_\_\_\_ (if applicable) and was amended on \_\_\_\_\_.

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above. I do not know and do not believe that the same was ever known or used by others in the United States of America before my or our invention thereof, or patented or described in any printed publication in any country before my or our invention thereof or more than one year prior to the date of this application. I further state that the invention was not in public use or on sale in the United States of America more than one year prior to the date of this application. *I understand that I have a duty of candor and good faith toward the Patent and Trademark Office*, and I acknowledge the duty to disclose information which is material to the examination of this application in accordance with Title 37, Code of Federal Regulations, §1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, §119 (a)-(d) of the foreign application(s) for patent or inventor's certificate listed below, and have also identified below any foreign application for patent or inventor's certificate disclosing subject matter in common with the above-identified specification and having a filing date before that of the application on which priority is claimed:

Application No.	Country	Filing Date	Priority Claimed Under 35 USC §119
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Yes	No
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I hereby claim the benefit under Title 35, United States Code, § 119(e) of any United States provisional application(s) listed below:

(Application No.)	(Filing Date)	(Application No.)	(Filing Date)
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I hereby claim the benefit under Title 35, United States Code, §120 of any United States application(s) listed below and, insofar as the subject matter disclosed and claimed in the present application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code §112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, §1.56 which became available between the filing date of the prior application and the national or PCT international filing date of this application:

Application Serial No.	Filing Date	Status: patented, pending, abandoned
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I further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statement were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patents issuing thereon.

POWER OF ATTORNEY: The following attorneys are hereby appointed to prosecute this application and transact all business in the Patent and Trademark Office connected therewith: David K. Friedland - 34,822.

Send correspondence to: **LOTT & FRIEDLAND, P.A.**  
P.O. Box 141098  
Coral Gables, Florida 33114-1098

Direct telephone calls at (305) 448-7089

David K. Friedland

Full name of sole or first inventor: Margo R. Berman	Citizenship: USA
Inventor's signature: <i>Margo R. Berman</i>	Date: 12-12-97
Residence and Post Office Address: 3351 NE 14 St, N. Miami Beach, FL 33160	

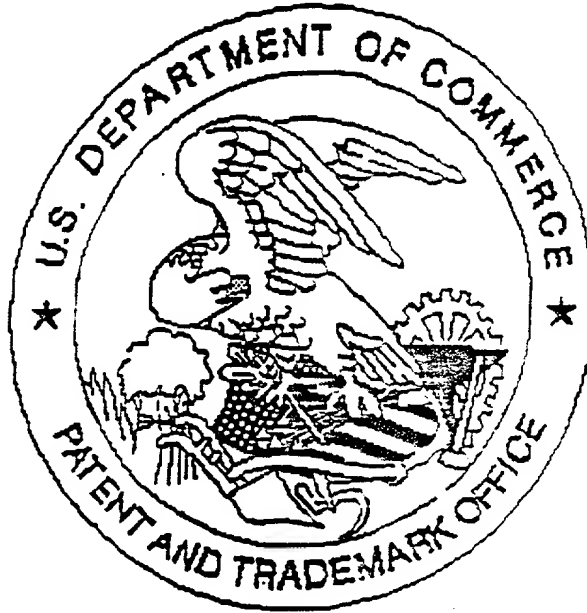
☐ Additional inventors are being named on separately numbered sheets attached hereto.

Attorney Docket No.: 15025-1-0018  
Title: Interactive Modular Educational System  
Page 2

Page 2

Full name of second inventor, if any:	Citizenship:
Inventor's signature	Date:
Residence and Post Office Address:	

United States Patent & Trademark Office  
Office of Initial Patent Examination – Scanning Division



Application deficiencies found during scanning:

1. Application papers are not suitable for scanning and are not in compliance with 37 CFR 1.52 because:
- ☐ All sheets must be the same size and either A4 (21 cm x 29.7 cm) or 8-1/2" x 11". Pages \_\_\_\_\_ do not meet these requirements.
  - ☐ Papers are not flexible, strong, smooth, non-shiny, durable, and white.
  - ☐ Papers are not typewritten or mechanically printed in permanent ink on one side.
  - ☐ Papers contain improper margins. Each sheet must have a left margin of at least 2.5 cm (1") and top, bottom and right margins of at least 2.0 cm (3/4").
  - ☐ Papers contain hand lettering.
2. Drawings are not in compliance and were not scanned because:
- ☒ The drawings or copy of drawings are not suitable for electronic reproduction.
  - ☐ All drawings sheets are not the same size. Pages must be either A4 (21 cm x 29.7 cm) or 8-1/2" x 11".
  - ☐ Each sheet must include a top and left margin of at least 2.5 cm (1"), a right margin at least 1.5 cm (9/16") and a bottom margin of at least 1.0 cm (3/8").
3. Page(s) \_\_\_\_\_ are not of sufficient clarity, contrast and quality for electronic reproduction.
4. Page(s) \_\_\_\_\_ are missing.
5. OTHER: \_\_\_\_\_

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